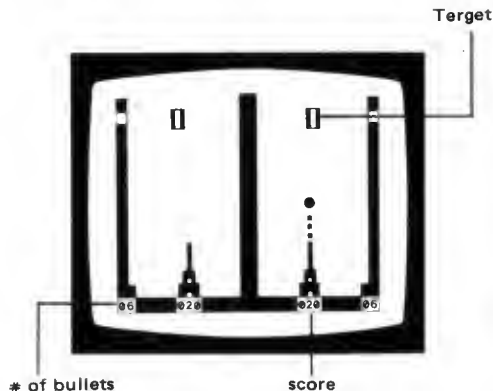


The playfield looks like the following:



**OBJECT** — Hit the target with the least number of bullets. As you hit the targets the size, color, and speed of the targets may change. The player getting the highest score and using the least bullets is the winner. After hitting all 5 targets, no other targets will appear.

### USE OF YOUR CONTROLLERS

To fire a bullet simply press the fire button on the rear of the controllers. This will release a bullet each time it is pressed.

### GAME VARIATIONS

Games 5, 6, and 7 are variations that limit the number of shots for each game. The more skilled you

# **APF electronics, Inc.**

## **brickdown**

## **shooting match**

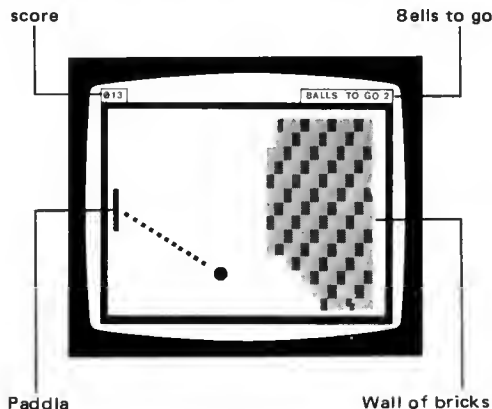
## **operating instructions**

Insert the cartridge into the main unit and press the reset button. There are seven games listed.

## BRICKDOWN

### Games #'s 1-4

Brickdown is played by one player. After inserting the cartridge, select the game you want to play. The playfield looks like the following:



**OBJECT**—Knock down all the bricks in the wall. You are given 9 balls to knock down the wall. Each time a ball hits a brick it disappears from the screen.

## USE OF YOUR CONTROLLERS

1. The right controller is used in Brickdown.
2. To move the paddla vertically on the screen, move the joystick of your controller either up or down.

## GAME VARIATIONS

Each brickdown game is a variation of the other. With different skill levels.

	<u>Skill level</u>	<u>May Score</u>
Game 1 — 8 layers-slow	Beginner	112
Game 2 — 8 layers-fast	Novice	112
Game 3 — 12 layers-slow	Intermediate	168
Game 4 — 12 layers-fast	Expert	168

## SHOOTING MATCH

### Game #'s 5-7

Shooting match can be played by 1 or 2 players. After inserting the cartridge, select the game you want to play.